

## 2017 WNCYSA 10U Kid Pitch (9 & 10 yr olds) Baseball Rules

1. Bat Size--bat barrels must be no bigger than 2 5/8" in diameter. Coaches please make sure all your players bats have the USSSA BPF 1.15 Stamp. We will follow the USSSA bat requirements for non-compliant bats. You can view this list at:  
<http://web.ussa.com/ussa/ussa-general/Withdrawn&Non-CompliantBaseballBats.pdf>
2. An inning is over when a team records three outs or the opposing team scores 5 runs (5 runs max and NO CONTINUATION). This means once the 5th run crosses the plate the inning is over. The exception to this rule will be in the last inning where continuation will be allowed.
3. All games will be 1 hour and 45 minutes or six (6) innings and the time limit will be enforced. If game in question is about to end in time limit and an umpire declares last inning (whether it be the 4th or 5th inning), then the 5 run limit will allow for continuation. This will allow for a max of 8 runs to be scored in an inning. The home plate umpire will make the decision based on game start time. If an inning is started, that inning must be completed. If an umpire does not call last inning and the time limit expires in any inning, then the last inning with continuation will not be played. If the last inning was not called and there is time remaining umpires will call last inning and the game will be completed.
  - a. You may utilize a runner for your catcher with 2 outs to help speed up inning changes. This runner shall be the last batted out in the line-up.
  - b. Coaches please be aware of your catchers and have them ready to start the inning asap. Do not remove their shin guards until they are guaranteed to hit.
  - c. If the game ends in a tie and there is no time remaining the game will be counted as a tie. If there is time remaining in the original time limit an extra inning may be played to attempt to break the tie. You will play the tie breaking inning in the same way as the last inning with a 5 run limit with continuation.
4. There can be NO ON DECK BATTERS.
5. Runners may attempt to steal a base once the pitched ball has passed home plate. There will be no lead offs, the attempted stolen base must start with at least one foot on the base prior to the ball crossing home plate. Runner can not leave the base until the ball crosses home plate.
6. Once a runner on 3rd base begins the retreat into 3rd base the umpire shall call time. This is to help speed the game up and to not allow the back forth banter between the catcher and runner at 3rd base after every pitch.
7. Sliding:
  - a. If there is play at home plate the runner does not have to slide but must avoid contact during the play. Umpires will call runners out if interference occurs. It is encouraged for runners to slide into home plate
  - b. Players cannot slide head first into any base, only on a return to the base. Players should be called out on first offense.
8. The 10 run rule is in effect after the 4th inning is complete.

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9. All players must have at least one plate appearance per game, and must also play at least two consecutive innings in the field. No player should sit on the bench for more than two consecutive innings. Free substitutions.
10. Infield fly rule WILL apply, and should be called by the umpire quickly to avoid confusion.
11. Bunting is allowed
12. After your 2nd trip to the mound a pitcher must be removed.
13. Each team can play with a maximum of 10 players in the field and a minimum of 7 players. A team that has less than 10 players can "call up" a player or players from an 8U team to play in the game. However, that "called up" player or players must bat last in the lineup, and must play an outfield position. The game may start or continue with as few as 7 players, and no outs will be given for missing players, but the game's final score will count on team record. We encourage the coaches to please let the kids still play the game.
  - a. A player leaving the batting line-up for any reason will be considered as an out on their next plate appearance. The next time their spot comes up in the line-up will not be considered an out and the player's spot will be skipped for the remaining portion of the game.
14. Warming up a pitcher before and during a game:
  - a. A coach or player can warm up a pitcher but must wear a face mask if squatting. If no face mask is worn the coach or player must stand at home plate during warm up pitches.
15. A player who starts at catcher is allowed to play pitcher in the same game. That same player can return back to catcher as long as he has not exceeded 40 pitches that day. If a pitcher has thrown more than 40 pitches in a game, he cannot then play catcher.
16. There is no rule on how many times a pitcher can hit a batter, but it is up to the umpire to make a call on whether the pitcher should be removed from the mound. If a pitcher is not under control and it is deemed a safety issue the umpire can call for the pitcher to be removed.
17. Please keep track of your pitch counts for your pitcher in your scorebook for each pitcher in the game. At the end of the game record the opposing team's pitch counts in your scorebook and coaches need to initial and date. Failure to record these counts will result in a pitcher having to sit out for the maximum time of rest. The pitch counts are present to protect our players and we should not shortcut this process just to win ball games. A coach using a pitcher in a game who has not followed the rest guidelines will automatically forfeit the game that the pitcher throws in.
  - a. It is recommended to clarify pitch counts in each half inning.
  - b. Home team scorebook will be official if discrepancy occurs.
18. A pitcher once removed from the mound cannot return as a pitcher. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted

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below, but the pitcher may remain in the game at another position:

- a. **League Age 17-18** - 105 pitches per day
- b. **League Age 13 -16** - 95 pitches per day
- c. **League Age 11 -12** - 85 pitches per day
- d. **League Age 9-10** - 75 pitches per day
- e. **League Age 7-8** - 50 pitches per day

19. **Exception:** If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- a. That batter reaches base;
- b. That batter is put out;
- c. The third out is made

20. To complete the half-inning. Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day, Also a catcher can catch for 3 innings and no more to be eligible to pitch that day. Once he has started the 4th inning he is no longer eligible to pitch that day.

21. Pitchers league age 14 and under must adhere to the following rest requirements:

- a. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- b. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- c. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- d. If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- e. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

22. Throwing of the bat is not considered an out on the first two offenses. If players are continuing to sling bats, there will be a team warning issued and if the umpire deems necessary the next player throwing a bat will be called out. Players will not be ejected from the game unless the umpire deems the player has thrown the bat in a malicious manner. This is for the safety of our catchers and umpires.

23. Bunting is allowed in this division. Use caution, most kids do not know the proper techniques of bunting at this age. If you have a kid bunting make sure they understand the

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